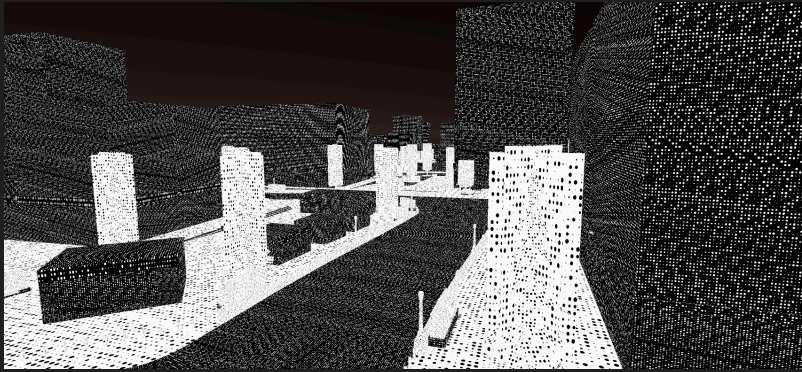


Worldbuilding Document: Crimson City



World Overview: Crimson City is a small town that from a glance passes for a city, hence its technically ill-fitting name. It is filled with impersonal large apartment complexes and chain stores, not a single home or privately owned business in sight, with one exception. Perhaps due to their cold urban environment, the citizens of this town overcompensate by crafting a tightly knit community. Any occurrence from a family argument, to a missing person ripples to everyone in the town within the span of a day.

Residents understand themselves as a small cog in a larger machine. The response is overcompensation, holding tightly to the few things they can credibly call their own. Within the heart of this cold mechanical town, there is one thing the denizens of Crimson City can truly call theirs: Morrow Club, a privately owned jazz club, open every day from 12:00 to 4:00 am. That club is home to the magnanimous voices of Julian Raines and his beloved instrument Stella, and he, alongside this club, are seen as the pride of Crimson City, and perhaps its very heart and soul.

To the eyes of The Detective and player, Crimson City is painted with a black-and-white pointillist coat of paint and the people (everyone but The Detective) share a single eerie transparent silhouette. At a wider city scale the dots composing the town are homogenous, while up close there are micro-differences in dot patterns that reflect the community's lived individuality. The red rain that arrives when time stops is similarly a manifestation of the town's communal and cyclical nature. The dots and rain covering Crimson City are a mirror to its own heart.

Excerpted Lore: THE MORROW CLUB – NOTICE OF CLOSURE

Effective immediately, the premises are closed to the public.

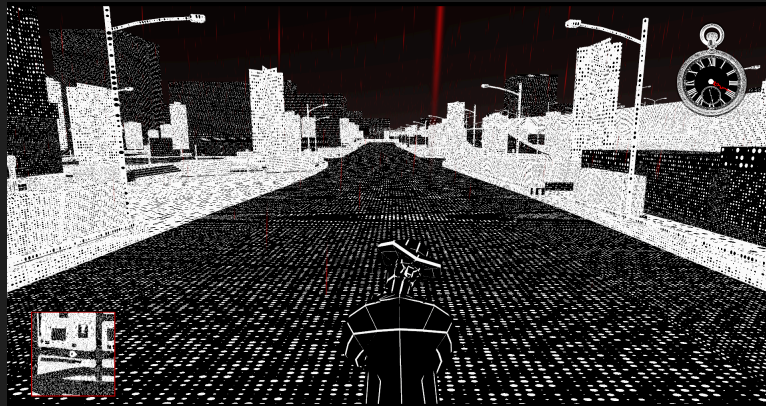
This action follows the disappearance of our principal performer, Julian Raines. Attendance has ceased, contractual obligations connected to his presence cannot be met, and the venue cannot operate safely or responsibly under the current hysteria caused by his absence. No further performances, rehearsals, or private events will be scheduled.

- Staff: final payroll and severance will be issued through the usual channel.
- Musicians: instrument lockers and personal effects may be retrieved by appointment with the building manager.
- Patrons: outstanding tabs and advance reservations will be settled upon request, receipts can be collected during the posted office hours.
- Access: entry is restricted to authorized personnel only. Do not force the door or attempt entry through the service corridor. The premises are monitored.
- Memorials: please do not leave candles, flowers, or markings on the facade, items will be removed as part of safety and sanitation procedures.

We recognize the club's place in this community and thank the staff, artists, and patrons who kept the doors open as long as they did. Updates regarding the property will be posted here when available.

Owner/Operator, The Morrow Club

Environmental Storytelling Pitch: Main Street (Working Title)



Main Street is the first area of Crimson City the player sees when gaining control of The Detective. From the spawn point, the street immediately presents diverging routes, one up-street toward denser blocks, one down-street toward the club district, and forward and backwards, into two different open roads. Due to this immediate divulgence in pathing that starts the game, players are guaranteed to not begin investigation with the same first path. This layout is intentional, it serves the game's purpose statement of expressive investigation and deduction by allowing players to select their own initial line of inquiry and build their personal model of the town from the outset.

As a result, the different pathways also means that the first NPC a player will bump into, and subsequently the first NPC whose actions they will fast-forward and rewind, will greatly differ, and subsequently the order that the players visit every NPC in will continue to get more and more individualized. Main Street therefore functions as an immediately expressive space rather than a linear corridor, it allows the world to supply the player with multiple viable first questions, and player choice of route determines which questions get asked first, and in turn they also decide which questions they answer first and how to go about answering them.